APPLESOFT
DOS 3.3 • 48K RAM

THE LEARNING CO.

COMPUTER LEARNING GAMES

FOR KIDS AGED
FOUR TO NINE

GERTRUDE'S SECRETS MANUAL

GETTING STARTED

Welcome to Gertrude's Secrets.

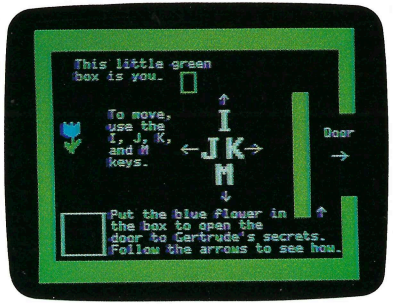
Learn to become a sharp thinker as you solve Gertrude's secrets with many different sets of shapes or a set you make yourself.

To Start

Put your disk in the disk drive. Then turn on your computer. If you want to skip the title picture, press the space bar.

MOVING AROUND

When the program begins this is what you will see.


This little green box is you.
To move, use the I, J, K, and M keys.
I
J K
M
Door
Put the blue flower in the box to open the door to Gertrude's secrets. Follow the arrows to see how.

To learn how to move around, go through the open door on the right. Follow the arrows and you will learn how to move, pick up, drop and carry objects.

If you know how to move around, put the flower in the box to open the door.

Gertrude says: It may take some work to learn to move around in my puzzle world, but all my friends say, "It's worth it!"

GERTRUDE'S MAP

Unfold the map in the center of this manual and see Gertrude's world.

The rooms with empty boxes are the puzzle rooms. There are two array puzzle rooms, three train puzzle rooms, and two loop puzzle rooms.

To Try a Puzzle

- Find Gertrude.
- Pick her up.
- Take her to a puzzle room.
- Let her go.
- Watch her fly off and return with a set of shapes.
- Go through the door marked "How to Play" to see the sample puzzle room, and after that, the rule room.
- Go back to the puzzle room and put pieces in the boxes.

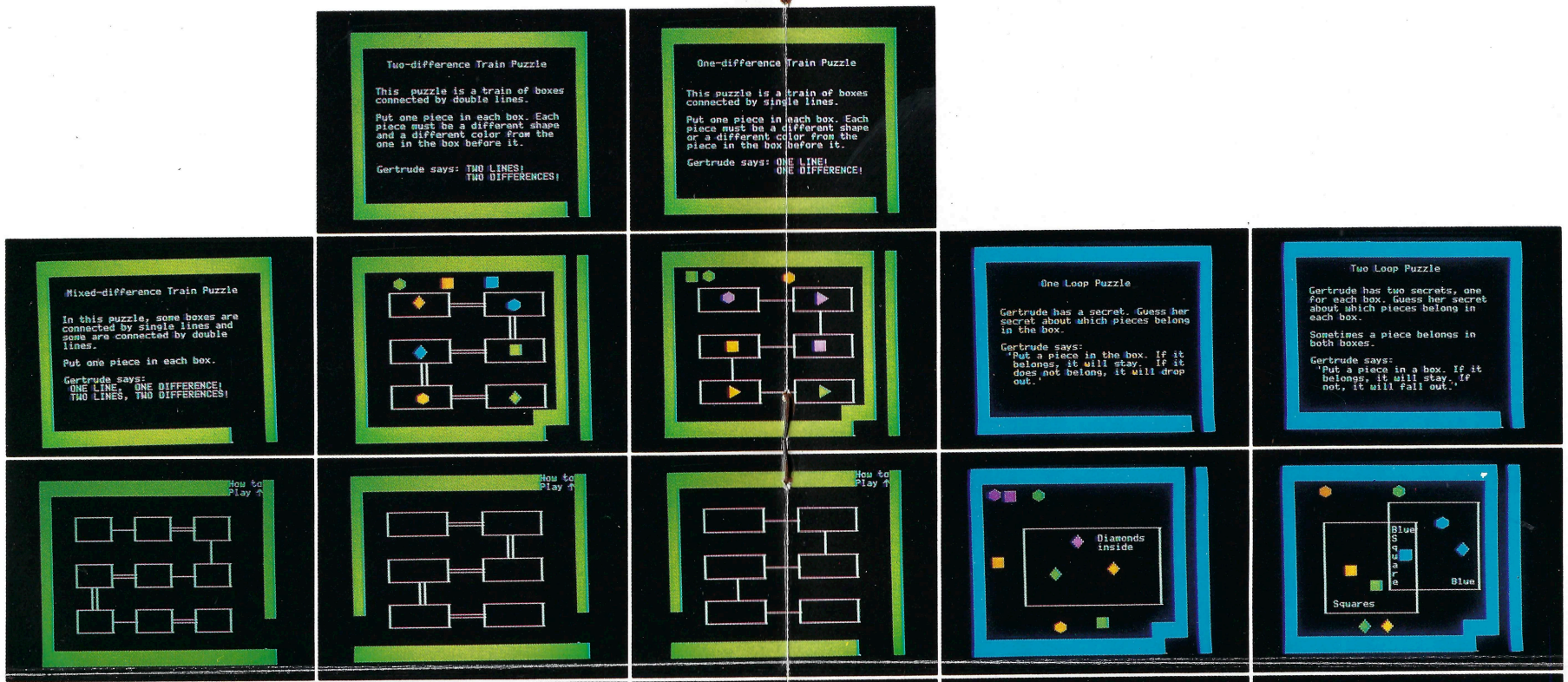
When you solve a puzzle Gertrude will bring you a prize for the Treasure Room. Win six prizes and become a Secret Master.

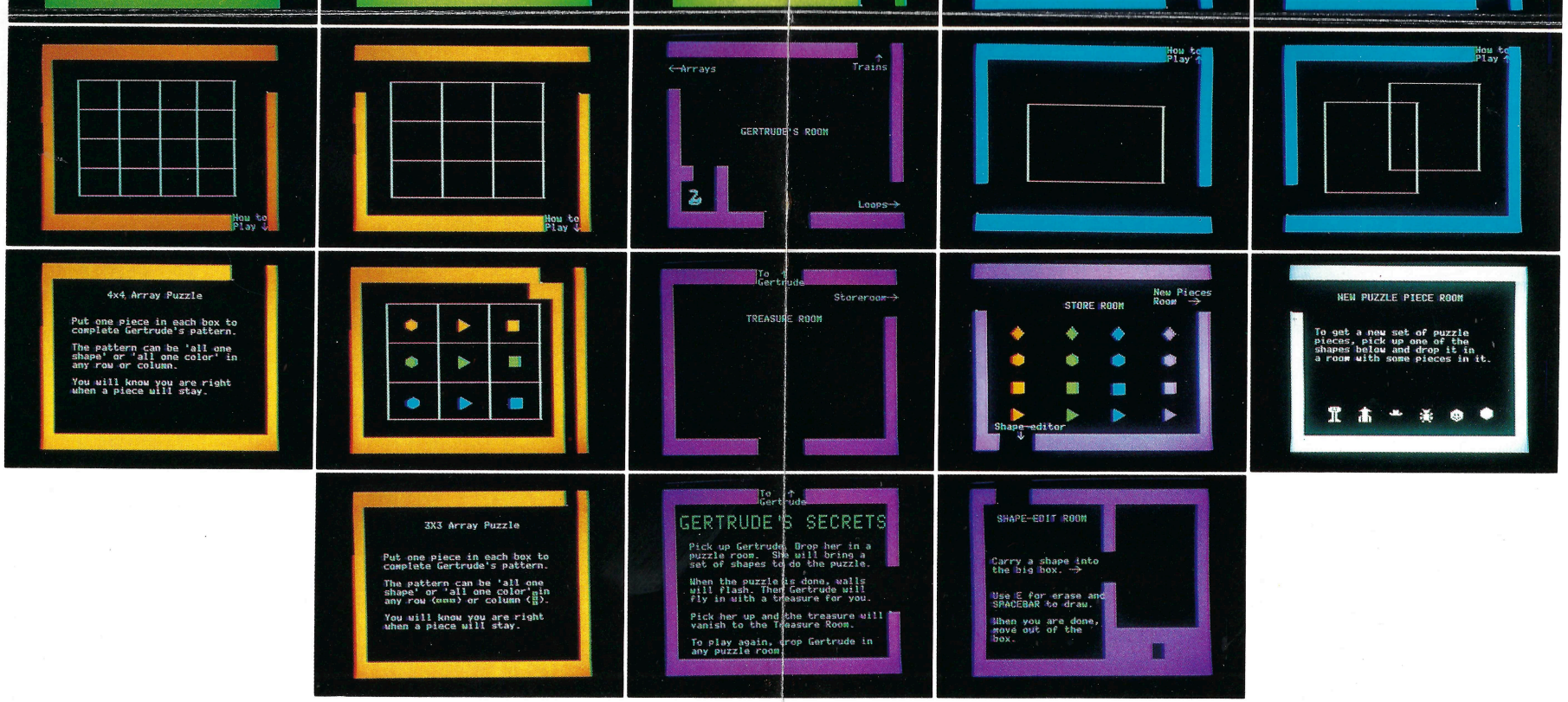
SPECIAL FEATURES

Look for these rooms on Gertrude's map:

- **Rule Rooms** tell how to work each puzzle. You will recognize these rooms; they are mainly text. There are seven rule rooms.
- **Sample Puzzle Rooms** show completed puzzles. There are three sample puzzle rooms.
- The **New Puzzle Piece Room** shows different shapes to play with. Go there to find out how to use them.
- The **Shape-Edit Room** has an editing chamber where you can make you own shapes. Pick up a shape, carry it there, and read how to make your own shape.

THE WORLD OF GERTRUDE'S SECRETS


Two-difference Train Puzzle
This puzzle is a train of boxes connected by double lines.
Put one piece in each box. Each piece must be a different shape and a different color from the one in the box before it.
Gertrude says: TWO LINES! TWO DIFFERENCES!
One-difference Train Puzzle
This puzzle is a train of boxes connected by single lines.
Put one piece in each box. Each piece must be a different shape or a different color from the piece in the box before it.
Gertrude says: ONE LINE! ONE DIFFERENCE!
Mixed-difference Train Puzzle
In this puzzle, some boxes are connected by single lines and some are connected by double lines.
Put one piece in each box.
Gertrude says:
ONE LINE, ONE DIFFERENCE!
TWO LINES, TWO DIFFERENCES!
One Loop Puzzle
Gertrude has a secret. Guess her secret about which pieces belong in the box.
Gertrude says:
'Put a piece in the box. If it belongs, it will stay. If it does not belong, it will drop out.'
Two Loop Puzzle
Gertrude has two secrets, one for each box. Guess her secret about which pieces belong in each box.
Sometimes a piece belongs in both boxes.
Gertrude says:
'Put a piece in a box. If it belongs, it will stay. If not, it will fall out.'
How to Play
Diamonds inside
Blue
Square
Blue
Squares


How to Play ↓
How to Play ↓
←Arrays
Trains
GERTRUDE'S ROOM
Loops→
How to Play ↓
How to Play ↓
4x4 Array Puzzle
Put one piece in each box to complete Gertrude's pattern.
The pattern can be 'all one shape' or 'all one color' in any row or column.
You will know you are right when a piece will stay.
To Gertrude
Storeroom→
TREASURE ROOM
New Pieces Room →
STORE ROOM
Shape-editor
NEW PUZZLE PIECE ROOM
To get a new set of puzzle pieces, pick up one of the shapes below and drop it in a room with some pieces in it.
3X3 Array Puzzle
Put one piece in each box to complete Gertrude's pattern.
The pattern can be 'all one shape' or 'all one color' in any row (▭) or column (▯).
You will know you are right when a piece will stay.
To Gertrude
GERTRUDE'S SECRETS
Pick up Gertrude. Drop her in a puzzle room. She will bring a set of shapes to do the puzzle.
When the puzzle is done, walls will flash. Then Gertrude will fly in with a treasure for you.
Pick her up and the treasure will vanish to the Treasure Room.
To play again, drop Gertrude in any puzzle room.
SHAPE-EDIT ROOM
Carry a shape into the big box. →
Use E for erase and SPACEBAR to draw.
When you are done, move out of the box.

You are here when the door opens.

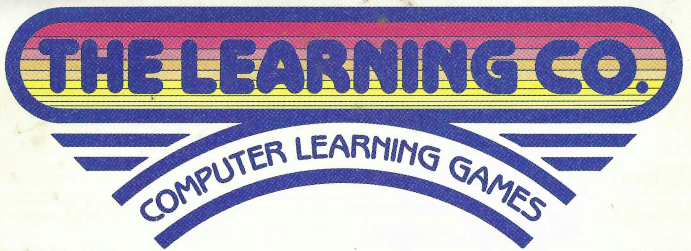
SPECIAL KEYS

I, J, K, M	Move **Up**, move **Left**, move **Right**, move **Down**.
SPACEBAR	**Pick Up** or **Drop** objects.
CTRL	With I, J, K, M: **Move Slowly.**
REPT	With I, J, K, M: **Move Fast.**
CTRL G	Turn **Sound On** or **Off.**
? (SHIFT /)	Get **Help.**
ESC	**Leave** the program.

MOVING WITH A JOYSTICK

If you have a joystick:

- Press either button to "wake up" the joystick.
- Use the joystick handle to move around.
- Press either button to pick up or drop objects.



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